PlayStation®

NTSC U/C

PlayStation®

DINO CRISIS 2

™

CAPCOM®

MATURE
M
CONTENT RATED BY ESRB

SLUS-01279

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting DINO CRISIS 2 for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

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Hints are available:

1-900-976-EDGE

(1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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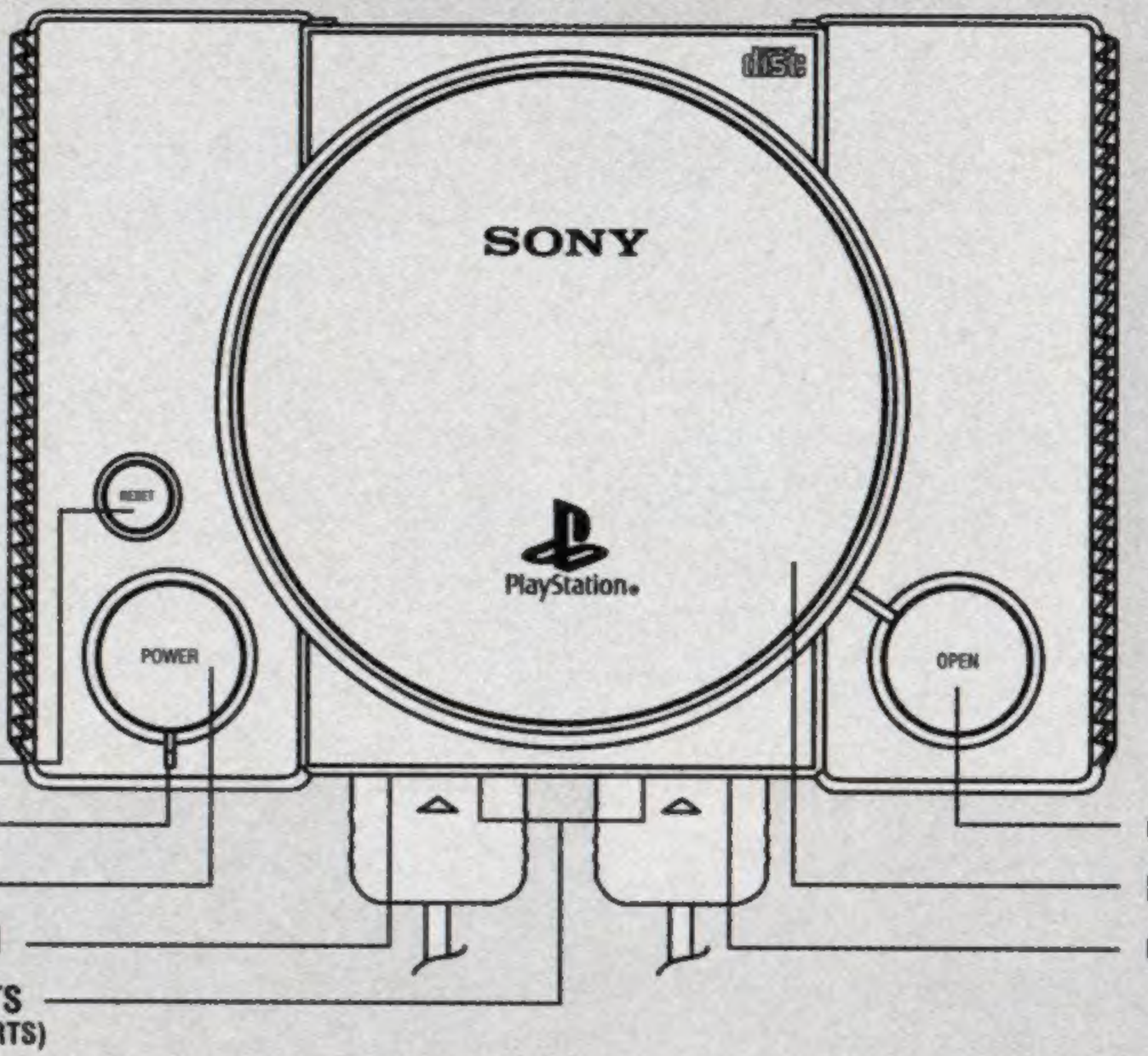
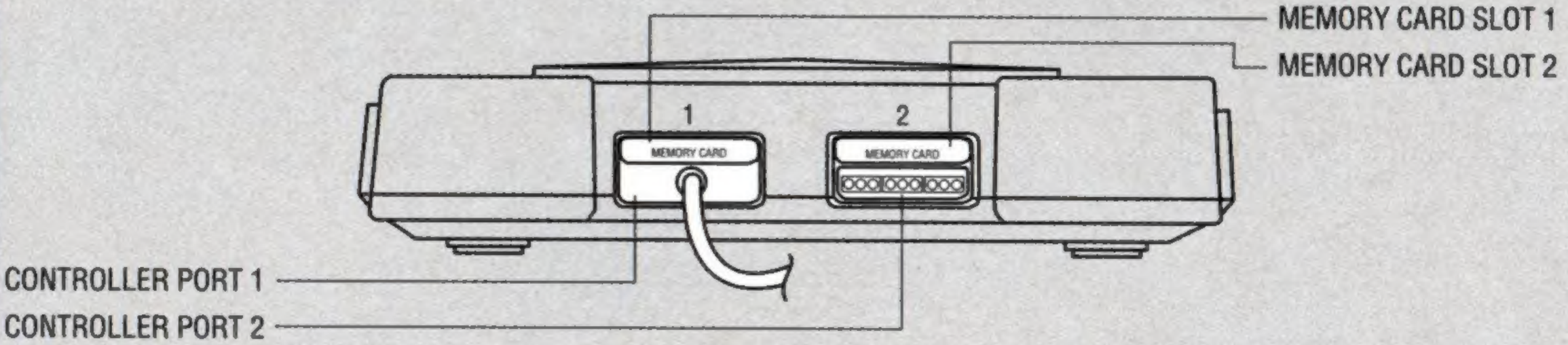
SETTING UP


SONY
PlayStation
RESET
POWER
OPEN
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT 1
MEMORY CARD SLOTS
(ABOVE CONTROLLER PORTS)
OPEN BUTTON
DISC COVER
CONTROLLER PORT 2


1
2
MEMORY CARD
MEMORY CARD
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 1
CONTROLLER PORT 2

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the DINO CRISIS™ 2 disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

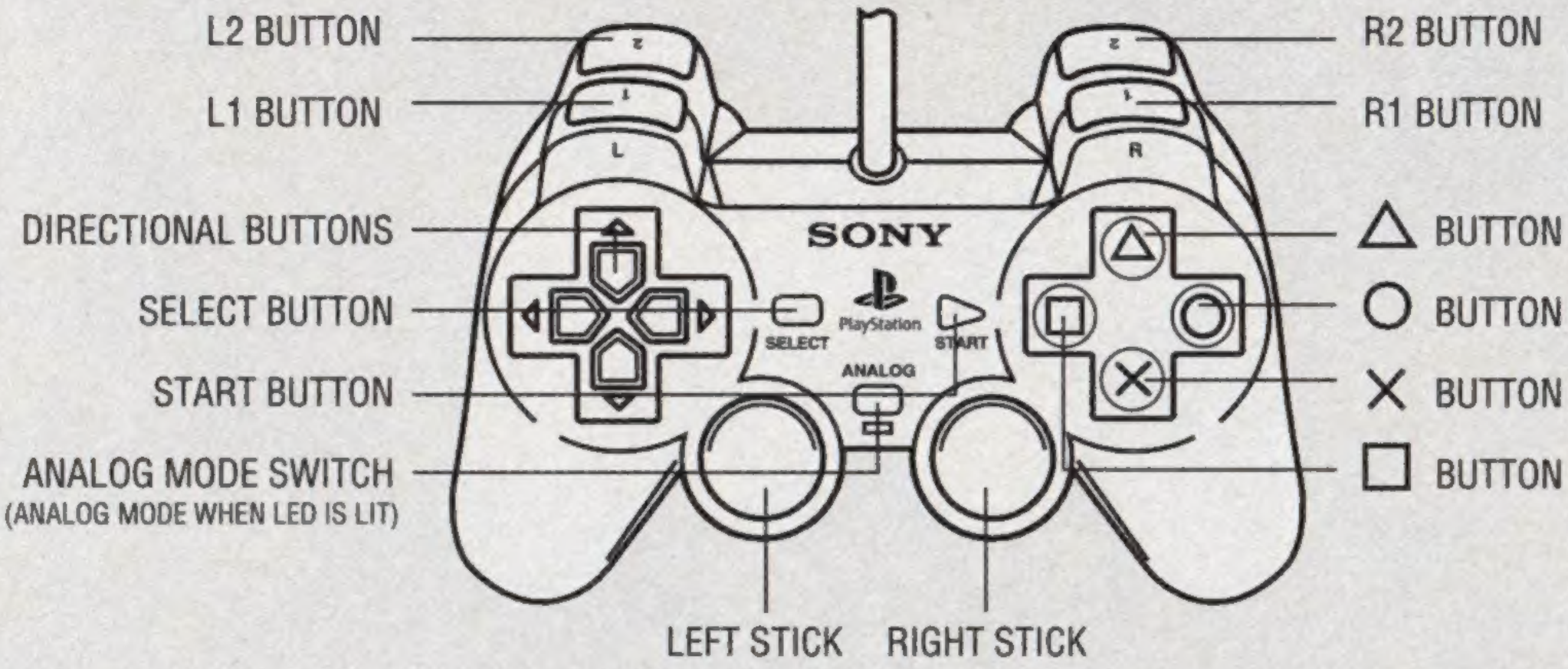
Tip: Watch the game demos before starting play for game hints.

MEMORY CARDS

To save game settings and results and to continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. (If you do not have a Memory Card, the game will allow you to play without saving game settings and results.)

See page 22 for more information on saving game data.

CONTROLS



DINO CRISIS 2 is compatible with the DUALSHOCK™ analog controller in both analog and digital mode.

To control your character with the Left Stick, turn analog mode ON. Press the Analog Mode Switch to toggle Analog (red) or Digital (dim) mode. The Right Stick is not used.

DINO CRISIS 2 is for one player only. To change the default control configuration, use Option mode (see page 15).

This game supports the DUALSHOCK™ analog controller's vibration function. Turn vibration ON/OFF in Option mode.

MENU CONTROLS

Directional Buttons / Left Stick	Choose an option or command
X Button	Confirm a selection
■ Button	Confirm a selection
▲ Button	Cancel a selection

GAMEPLAY CONTROLS

START Button	Start game / Pause / Access Option mode
SELECT Button	Access Inventory screen / Cancel event movie
Directional Buttons / Left Stick	Move character (↑/↓) / Rotate character ←/→)
■ Button	Action (Check item / Attack)
X Button	Action (Check item / Attack)
● Button	Use sub weapon
▲ Button	Side / Back step
R1 Button	Draw weapon
R2 Button	Quick 180° turn
L1 Button	Change target (when a weapon is drawn)
L2 Button	Access map screen

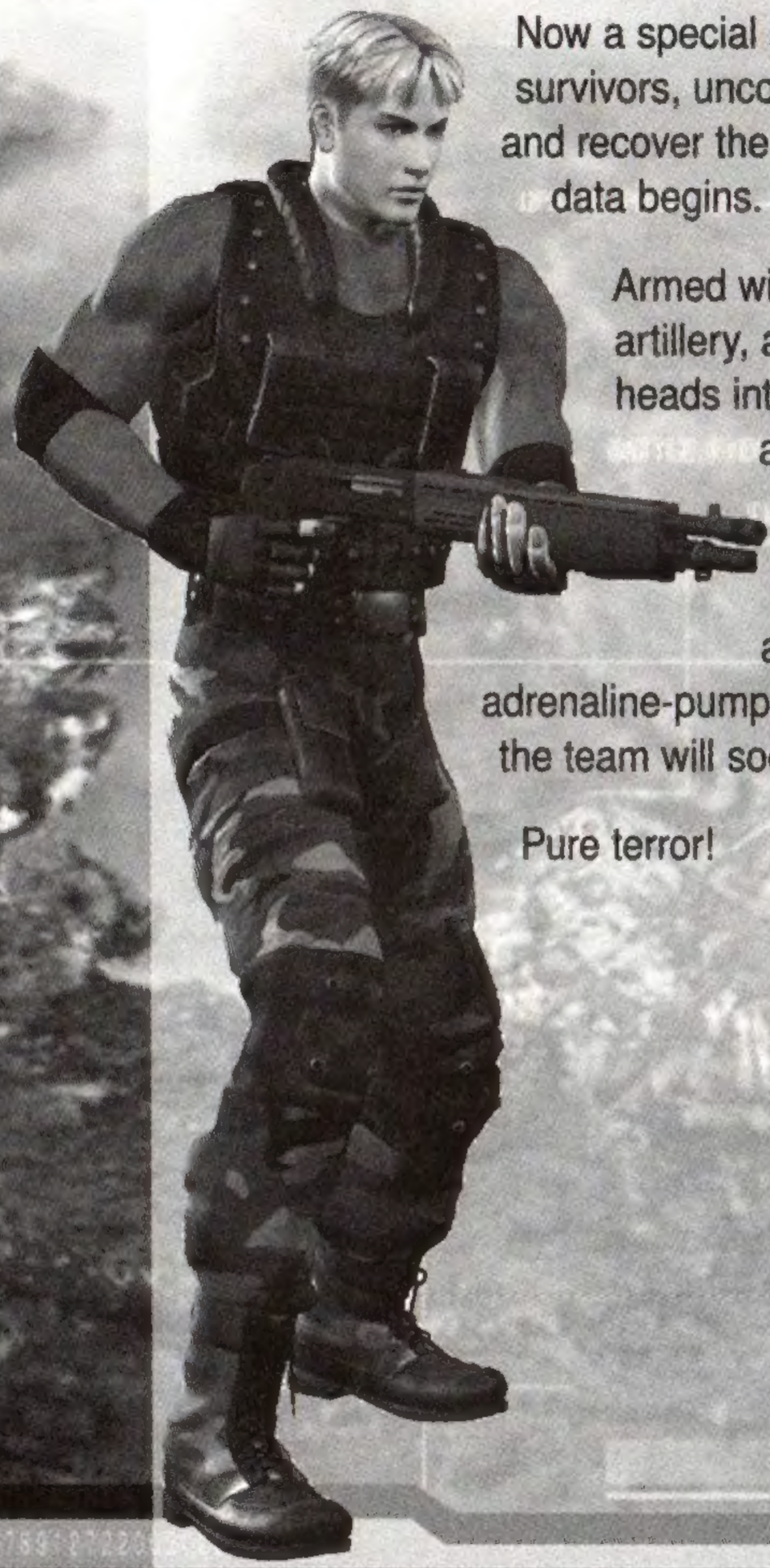
Note: You can change the button assignments in Option mode. See page 15.

DROP IN ON DANGER ...

One year has passed since Regina's fight for survival against raging dinosaurs and the capture of the rogue scientist Dr. Kirk.

Despite dangers, the government has recklessly resumed massive research on Third Energy. The heedless quest for immediate results and neglect of precautions has predictable consequences. Another "accident" looms.

Suddenly, a military base, a research institute, and an entire town mysteriously vanish!



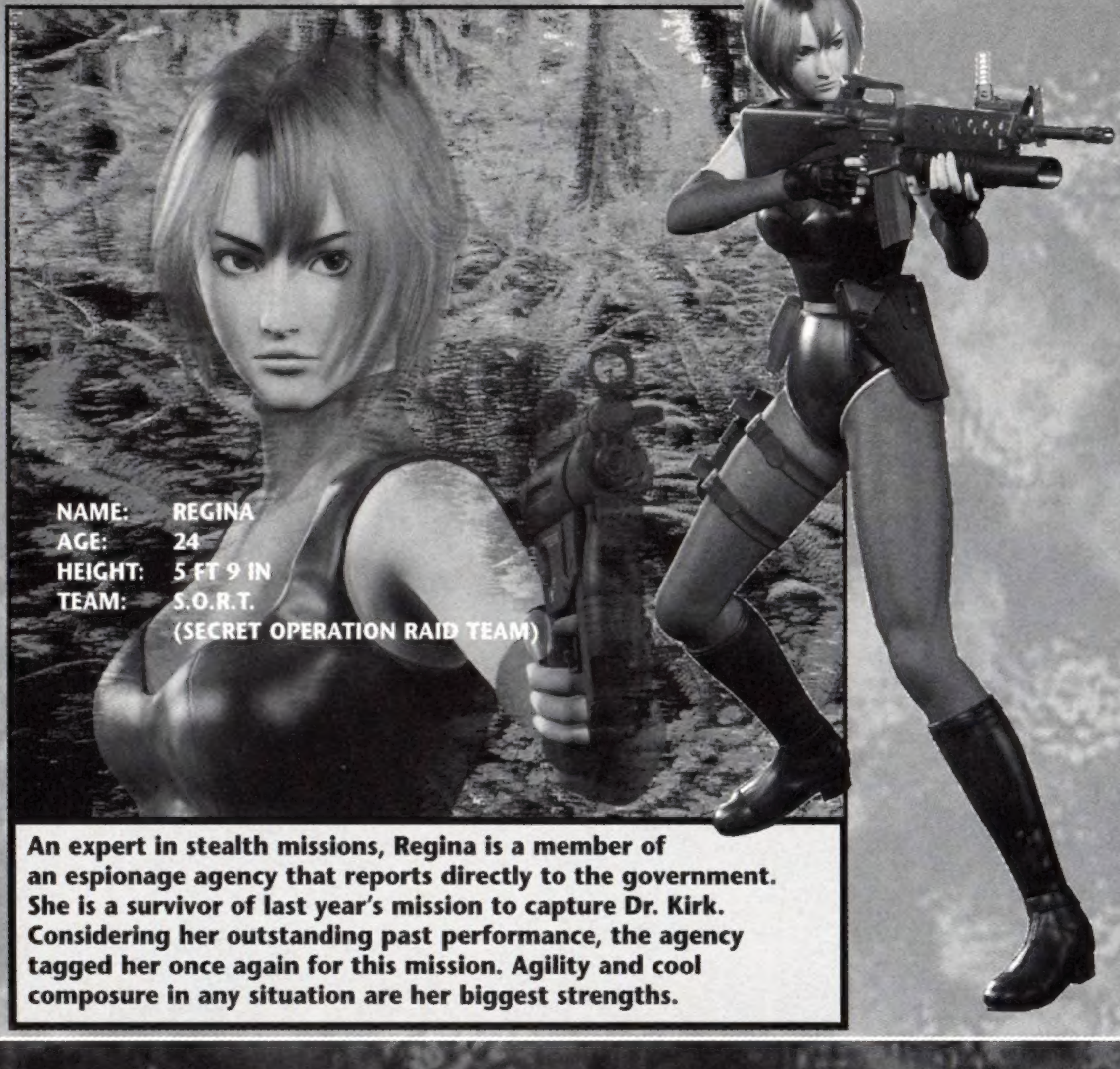
Now a special mission to rescue survivors, uncover the mystery and recover the missing research data begins.

Armed with the latest in heavy artillery, a hand-picked team heads into the unknown – a dangerous jungle from another time.

Only Regina has an inkling of the adrenaline-pumping prehistoric challenge the team will soon encounter ...

Pure terror!

REGINA



NAME: REGINA
AGE: 24
HEIGHT: 5 FT 9 IN
TEAM: S.O.R.T.
(SECRET OPERATION RAID TEAM)

HINT: Regina can short-circuit some electrically locked doors with her Large Stun gun. Check in front of a door.

An expert in stealth missions, Regina is a member of an espionage agency that reports directly to the government. She is a survivor of last year's mission to capture Dr. Kirk. Considering her outstanding past performance, the agency tagged her once again for this mission. Agility and cool composure in any situation are her biggest strengths.

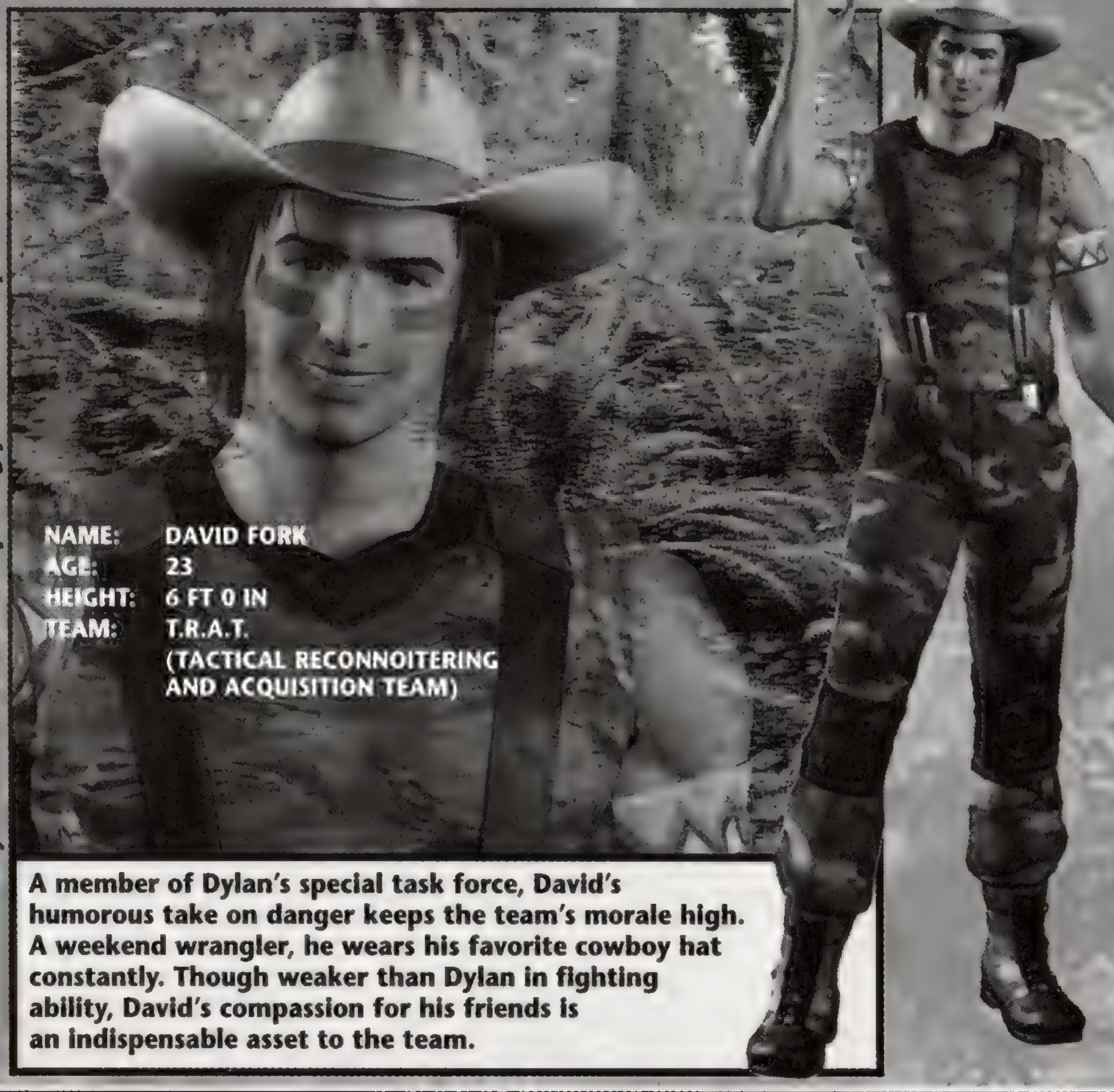
DYLAN

NAME: DYLAN MORTON
AGE: 25
HEIGHT: 5 FT 11 IN
TEAM: T.R.A.T.
(TACTICAL RECONNOITERING AND ACQUISITION TEAM)

HINT: Dylan can cut ivy with his Machete. If you come to a door covered with ivy, check the door.

Dylan is a true soldier. A member of a special task force in the army, his extremely strong body and mind can endure any adverse circumstances. Though somewhat lacking in agility, Dylan's strength makes him excellent at handling heavy firearms. He will realize his destiny during this mission ...

DAVID



NAME: DAVID FORK
AGE: 23
HEIGHT: 6 FT 0 IN
TEAM: T.R.A.T.
(TACTICAL RECONNOITERING AND ACQUISITION TEAM)

A member of Dylan's special task force, David's humorous take on danger keeps the team's morale high. A weekend wrangler, he wears his favorite cowboy hat constantly. Though weaker than Dylan in fighting ability, David's compassion for his friends is an indispensable asset to the team.

HINT: Use various weapons properly according to situations. For example, when your character is surrounded by enemies, you can evade attacks by using your sub weapon.

MYSTERIOUS SURVIVORS

Regina and Dylan encounter mysterious survivors in Edward City. For some reason, these eerie individuals are hostile to the rescue team and attack them persistently. They hold a significant clue to the riddle of Edward City's disappearance.

DINOSAURS

NAME: ALOSAUR
TYPE: MEDIUM CARNIVORE
LENGTH: 27 FT 10 IN
HEIGHT: 9 FT 11 IN

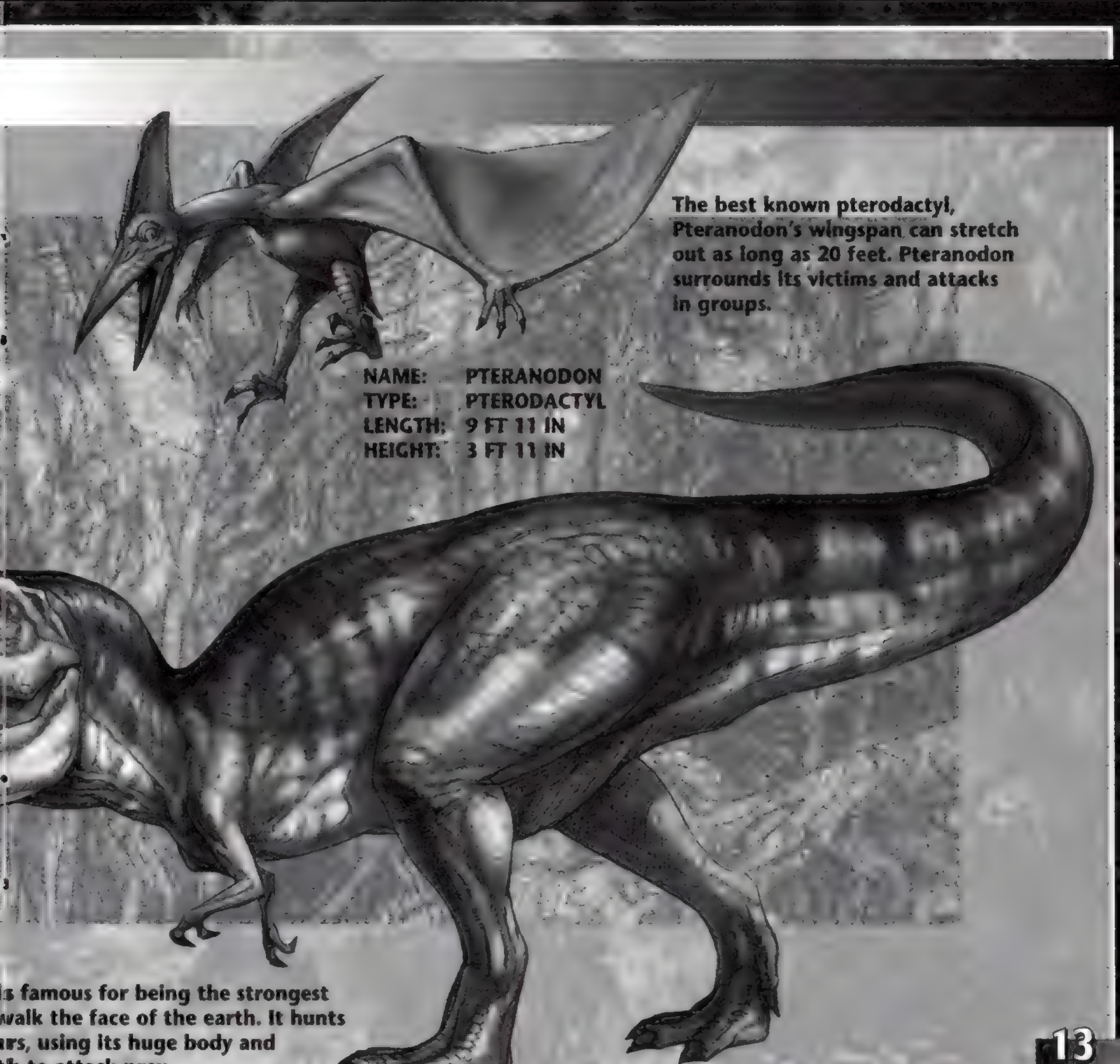
Though not as big as Tyrannosaur, Alosaur can attack incredibly fast in spite of its size.

NAME: TYRANNOSAUR
TYPE: LARGE CARNIVORE
LENGTH: 47 FT 6 IN
HEIGHT: 15 FT 9 IN

NAME: VELOCIRAPTOR
TYPE: SMALL CARNIVORE
LENGTH: 14 FT 9 IN
HEIGHT: 5 FT 11 IN

Velociraptor attacks with its sharp front claws while maneuvering on its rear legs. It is very agile and has excellent jumping ability.

Tyrannosaur i
carnivore to
other dinosau
fearsome teet



The best known pterodactyl, Pteranodon's wingspan can stretch out as long as 20 feet. Pteranodon surrounds its victims and attacks in groups.

NAME: PTERANODON
TYPE: PTERODACTYL
LENGTH: 9 FT 11 IN
HEIGHT: 3 FT 11 IN

s famous for being the strongest walk the face of the earth. It hunts rs, using its huge body and th to attack prey.

STARTING THE GAME

YOUR MISSION

Sneak into Edward City, which has been mysteriously sent back to the Cretaceous period, complete the two missions below, and return to the present day alive!

- Rescue all survivors in Edward City.
- Secure Third Energy research data.

MAIN MENU

1. When the **DINO CRISIS 2** Title screen appears, press START to display the Main Menu.

2. Use the Directional Buttons/Left Stick ↑/↓ to choose a mode, then confirm with the X, ■ or START Button.

3. Choose one of the following Main Menu options:

NEW GAME — Choose NEW GAME when you play **DINO CRISIS 2** for the first time, or to start a completely new game even if you've played before. The game will start from the beginning after you choose a difficulty level (NORMAL / HARD).

LOAD GAME — Insert a Memory Card containing **DINO CRISIS 2** saved data before turning on your PlayStation. Then choose LOAD GAME to restart your game from the point where you saved. A Load screen will appear. Choose a Memory Card to load from, and then choose a saved data file. (An optional Memory Card is required to save game data. See page 22 for details.) **Do not remove a Memory Card while saving or loading. Doing so may destroy save data in the Memory Card.**

OPTION — Choose OPTION to adjust various game settings. (See page 15 for more details.)

OPTION MODE

To access the Option menu, select OPTION from the Main Menu or the Pause menu. On the Option menu, use the Directional Buttons/Left Stick ↑/↓ to choose an option, then confirm and access its submenu with the X or ■ Button.

On submenus, use the Directional Buttons/Left Stick ←/→ to select the setting you want, then confirm with the X or ■ Button.

KEY CONFIG	Change the button assignments by choosing TYPE A, B or C.
SOUND	Choose MONAURAL or STEREO according to the speaker setup on your TV.
MONITOR TUNING	Adjust the screen brightness. (Available only with TVs that have a brightness adjustment.)
RESET	Return to the Title screen. Use this to end the game during gameplay.
EXIT	Quit back to the Main Menu or Pause menu.

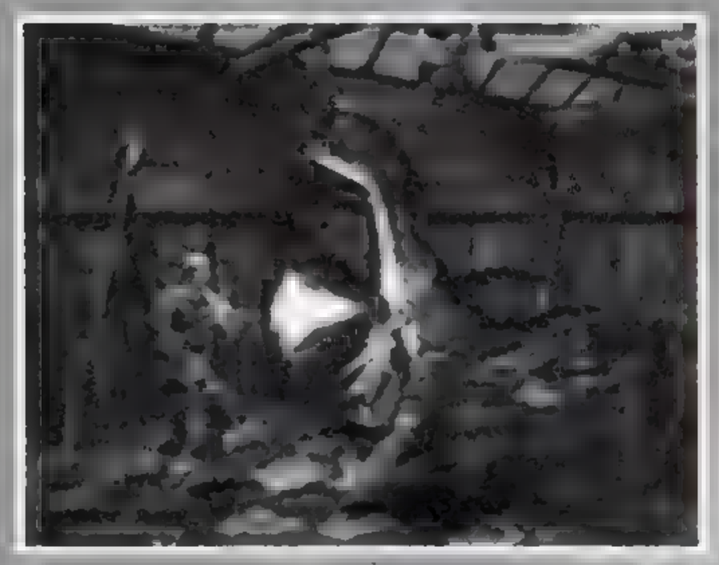
BASIC ACTIONS

MAIN WEAPON ATTACK

R1 + ■/X (default)

Press the R1 button to ready your weapon. Press the ■ or X button to fire.

- Press the L1 button with the R1 button held down to change targets automatically.
- Your character can move with the R1 button held.
- Your character can fire as she/he runs.

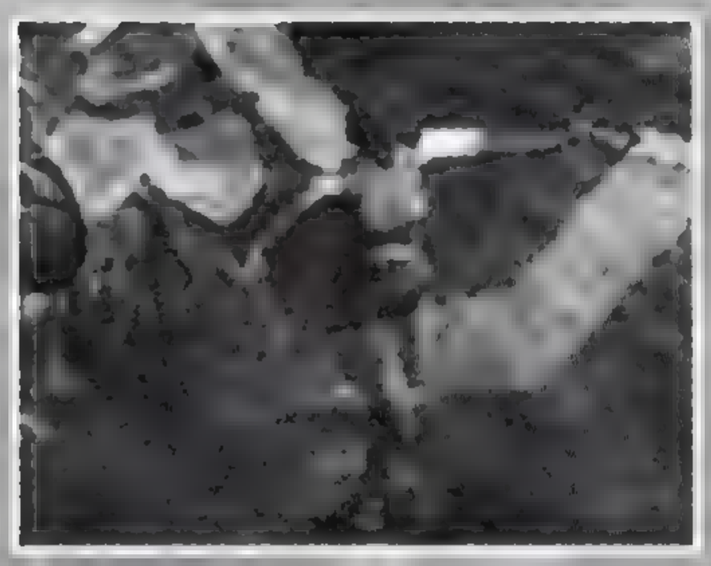


SUB WEAPON ATTACK

● (default)

Press the ● button to use a sub weapon.

- Your character can use a sub weapon even when the main weapon is drawn.
- With certain main weapons, your character cannot use a sub weapon.



QUICK 180° TURN

R2 (default)

Press the R2 button to make your character quickly turn in the opposite direction. This action is especially useful when you want to run from an enemy.

CHECK

■/X (default)

Stand in front of an object to be checked and press the ■ or X button to check it. Also use the ■ or X button to do the following:

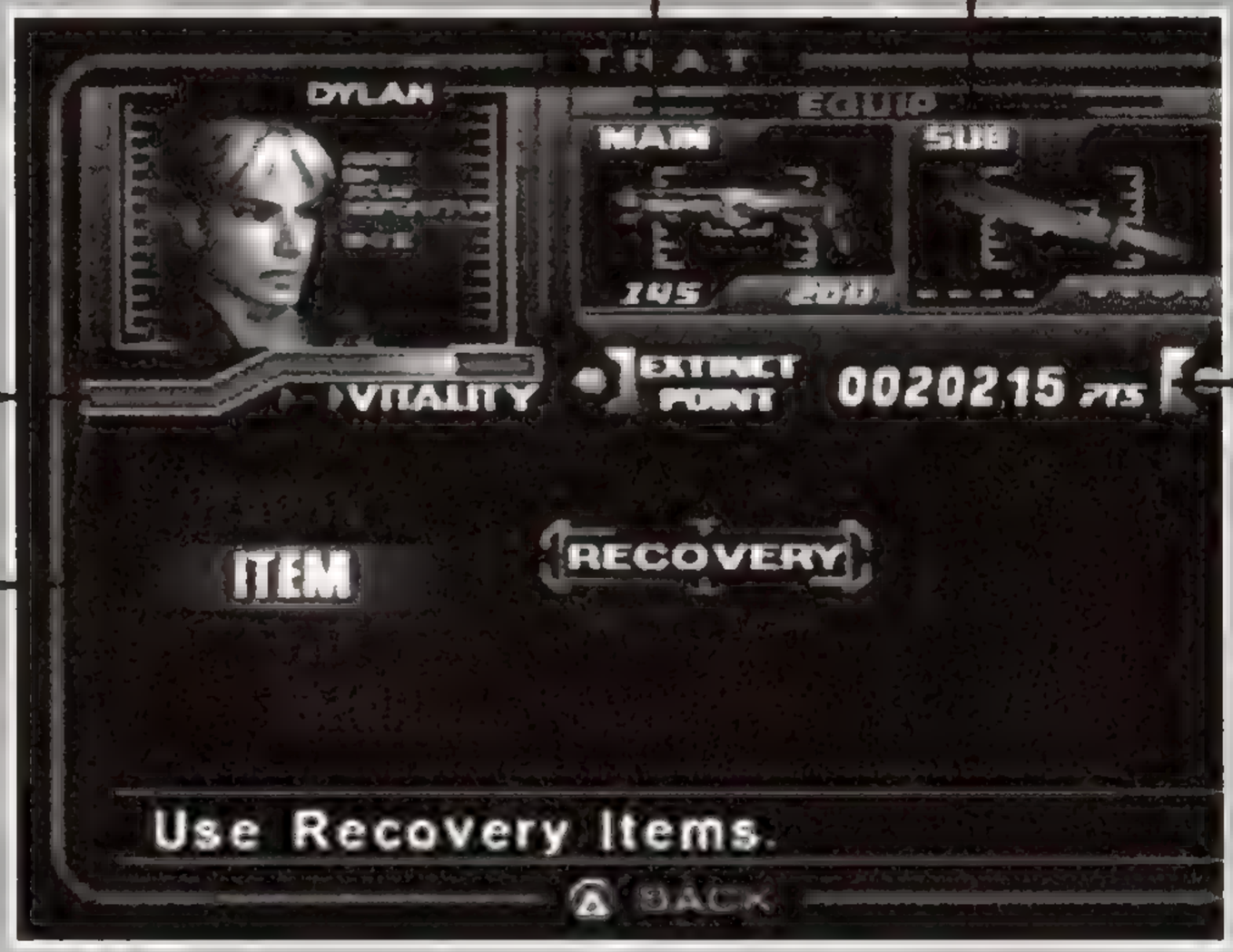
- Open doors.
- Climb up/down ladders or stairs.
- Pick up an item or file.

SIDE/BACK STEP

←/↓/→ + ▲ (default)

Hold the Directional Buttons/Left Stick and press the ▲ Button ←/↓/→ to perform a side step or back step. You cannot attack during this maneuver, or step forward. In order to use side/back step, change the Key Config settings in Option mode (see page 15).

INVENTORY



Press SELECT during gameplay to open the Inventory screen, where you can check your character's condition, equip weapons and use items, etc.

Highlight one of the four Inventory options: WEAPON, ITEM, FILE or MAP, with the Directional Buttons/Left Stick ↑/↓ and press the X button. To return to gameplay, press the ▲ button or SELECT.

WEAPON

When you choose WEAPON in the Inventory screen, the following options are displayed:

MAIN WEAPON	Main weapon currently equipped, held with right hand or both hands.
SUB WEAPON	Sub weapon currently equipped, held with left hand.

Highlight either weapon type with the Directional Buttons/Left Stick ↑/↓ and select with the X button. When a list of weapons appears, select a weapon to equip. Then select one of the following options:

EQUIP	Equip the weapon.
CHECK	Check the weapon.

Some of main weapons require both hands to equip. When you are using a two-handed main weapon, you cannot have a sub weapon. You must have a main weapon equipped to return to the gameplay.

ITEM

Rotating items are located in various areas of the game. To get one of these items, stand in front of it and press the X button. When you choose ITEM in the Inventory screen, you can select one of the following options:

RECOVERY	Display recovery items in your Inventory. When "Will you use it? YES / NO" appears, select "YES" to use the item.
KEY ITEM	Display key items required to advance in the game. Select one of the key items to display the following two options for using it:
USE	Use the highlighted item.
CHECK	Check the highlighted item.

FILE

You'll find different confidential files during the game. Some of these contain hidden hints to solving puzzles. When you collect a file, it goes into your Inventory. To read a file, select FILE on the Inventory screen, then select the file you want to check out.

MAP

Areas you explore are mapped automatically. Select MAP on the Inventory screen to view them. On the map, your character's current location is shown as a blinking point; locked doors are shown in color; blinking doors can be unlocked by a key in your Inventory; and areas with Save Points are marked with "S." Toggle different area maps by pressing the Directional Buttons/Left Stick ↑/↓. Zoom in/out by pressing the ■ and X buttons.

EXTINCT POINTS & BONUS POINTS

You acquire Extinct Points when you defeat an enemy. Use your Extinct Points to purchase ammo and other necessary items. You can also earn the following Bonus Points:

COMBO BONUS	If you defeat enemies successively, you earn Combo Bonus Points. For example, if you defeat three Velociraptors in succession, you get 100 pts + (100 + 40 pts) + (100 + 60 pts) = 400 pts. A Combo Mark is displayed on screen when the Combo Bonus applies.
COUNTER BONUS	When you counterattack an enemy the moment it attacks you, you get Counter Bonus Points, and a Counter Mark is displayed.
NO DAMAGE	If you defeat five or more enemies and don't take any damage before exiting the area, you earn No Damage Bonus Points.

When you exit the area, the Results screen shows the Room Total (total Extinct Points acquired in the area) and Combo Total (number of Combos you performed in the area). You can also check your current Extinct Points in the Inventory screen.

SAVE POINTS & PURCHASING ITEMS

At a Save Point (marked with an "S" on the map), you can save your game data. You can also purchase items with Extinct Points you have acquired. Select SHOP in the Save Point menu to purchase items, then select one of the following options:

WEAPON	Purchase weapons. Weapons need to be equipped on the Inventory screen before you can use them.
RECOVERY	Purchase recovery items, including Med Paks and Hemostats. See page 21.
MAGAZINE	Purchase weapon ammo and cartridges that increase a weapon's maximum ammo.

Note: At certain Save Points, more options may be available.

DAMAGE / RECOVERY

Your character takes damage when attacked. Watch the Vitality Gauge on screen to check on your character's damage level. When your character is bleeding, the Vitality Gauge turns red.

- Use a small, medium or large Med Paks to recover your character's vitality in varying amounts.
- Bleeding from injuries will cause your character to gradually lose vitality. Use a Hemostat or large Med Pak to stop the bleeding.

GAME OVER / CONTINUE

When your character's vitality ebbs away to nothing, the character dies and your game is over. The game also ends when your time is up in mini games or your sub character dies.

If your character's vitality drops to zero but you have a Resuscitation item, you can continue from the beginning of the area. When "Will you use Resuscitation? YES / NO" appears, choose "YES" to use the item and continue. If you choose "NO," your game is over.

You can also use a Resuscitation item to fully restore your character's vitality (same as a Complete Med Pak).

SAVING GAME DATA

You can save your game data, including score rankings and option settings. When you reach certain points in the game, the Save Point menu screen will be displayed. This screen shows the following:

- SAVE POINT LOCATION
- AREA
- DIFFICULTY
- PLAY TIME
- NUMBER OF GAMES YOU COMPLETED

To save your game data:

1. Use the Directional Buttons/Left Stick to select SAVE in the Save Point menu.
2. Choose the Memory Card that will take the saved game data.
3. When "Will you save? YES / NO" appears, choose "YES" to save your game data.

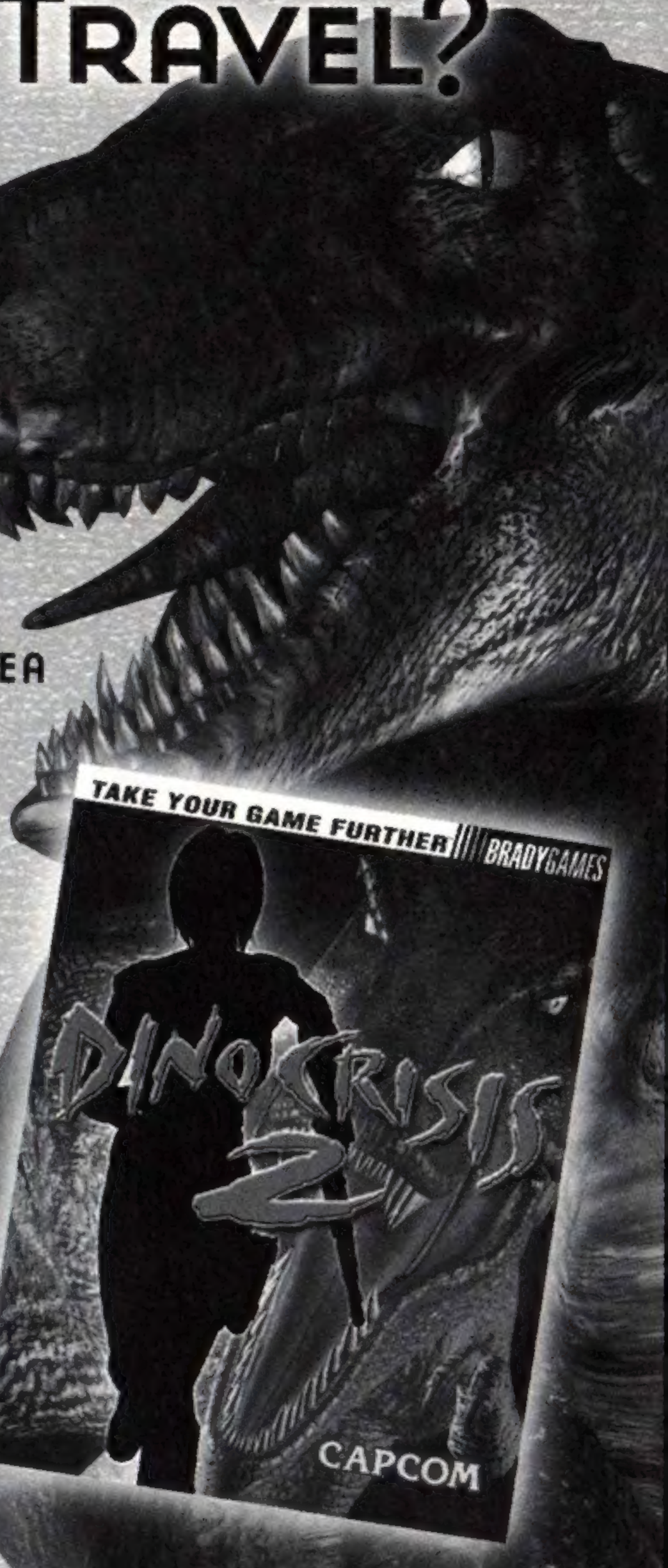
Note: Saving game data requires an optional Memory Card with at least one free block of memory. **Do not remove your Memory Card, turn off or reset your PlayStation console while saving. Doing so may cause data destruction in the Memory Card.**

LIKE TO TIME TRAVEL?

THEN PACK UP AND VISIT
SOME OLD FRIENDS...
SOME *VERY OLD* FRIENDS.

AND DON'T FORGET THE BRADYGAMES
DINO CRISIS™ 2 OFFICIAL STRATEGY GUIDE!

- COMPLETE WALKTHROUGHS FOR EACH AREA
- DETAILED AREA MAPS
- SECRETS REVEALED



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DINO CRISIS 2

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

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